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Title: Cheese-Race Rules v1.1

Author: The Cheesemaker

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## Aim

The aim of the race is to roll [drag and drop] the cheese from the start of the course to the table at the end and then back to the starting marker, once told to start the race. The first person to place their cheese on the table and get back to the start with their cheese wins that round. After each round, first and second places will be recorded. After the third player has got their cheese to the end of the track, the race will end within 5 seconds.

In order to win the race, the player's cheese must be placed on the table and then be taken back to the start and placed on top of the coloured log.

Players in second place will only partake in the finals if there is a low turnout of participants -or- if first place does not attend the final (or has been disqualified, see “disqualification”)

Winners from each round will compete in a final, where the winner's name will be put on a cheese, to be displayed at the event hall (and on the field for a month)

## Disqualification

Players will be disqualified from a race, or the finals, if:

They are observed to be running while holding a cheese

They are found to disrupt the other contestants during a race (this includes spamming at the bottom of the screen)

They are found to have taken or dragged a cheese, either their own or that of another contestant, outside the designated race track while any race is in progress

Abusive, vulgar or hateful behaviour toward other players or the cheesemaker!

Please note that disruptive behaviour, even from non-participants, will not be tolerated. So don't do it!